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Final Fantasy III

Instruction Manual

Nintendo Entertainment System ™

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Thank you for buying "Final Fantasy III", for the Nintendo Entertainment System. We hope that this manual will help you in starting your adventure. Please check it before, or during your adventure if you get stuck or have questions.

WARNING

- This cartridge has a back-up function. In order to save the data, you should turn off the power while also pushing the reset button. Do not put the cartridge in or pull it out when the power is on. Do not turn the power on or off repeatedly.
- Avoid storing in very cold or very hot places. Do not take it apart.
- Do not touch the contacts and keep the cart dry.
- Do not wipe contacts with benzene, such as thinner or alcohol.
- Unplug the AC adaptor when you are not playing the game.
- Stay back from the TV monitor as much as you can when you are playing. Take a break for 10 to 15 minutes every 2 hours when you play for a long time.

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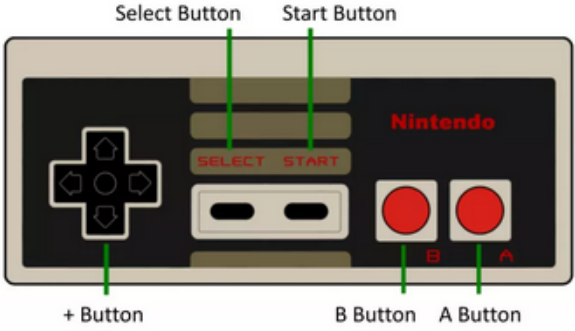
The man of Gulgan thus prophesied:
"Even this earthquake is only an omen.
The great tremors that dragged into the depths of the earth
the crystals, the light of our world,
and spawned monsters are only small events
compared to what will happen soon.
That something is fathomless, huge, deep, dark,
and sorrowful...
But hope has not been lost yet.
Four souls will be blessed with a divine revelation
And so it all begins..."

Four boys, all orphans,
were raised by the elder of Ur, Topapa.
Four boys travel to the cavern
that was made by the earthquake,
when the crystals were dragged into depths of the earth.
They feel like spelunkers as they take this test of bravery.

First of all, let's explain the basics of the controller's buttons.



+ Button

Use for character's movement.
Choose commands and items with it.

Select Button

Change the characters on the screen (P.19).

Start Button

Call Menu screen (P.13)

A Button

Use to speak to someone or searching for hidden items. Also selects items and commands.

B Button

Use to cancel commands (Back to previous input). Also opens Item Window in towns or dungeons or to talk to sub-characters. (P.12)

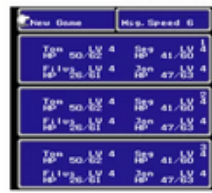
Basically, + Button is select and movement, the A Button is action, and the B Button is cancel.

In this manual, unless specially noted, select -> + Button, Action -> A Button, Cancel -> B Button.

Starting a New Game

OK! Let's start the adventure. First of all, put the cartridge in the Nintendo and turn on the power. An opening message, as seen on the right, will pop up. If you push the start button, the screen will switch. If you're playing for the first time or you want to start over again, you can choose New Game. If you have saved data, it will be shown on the lower right of the screen, like the right bottom picture. You can select one of three files.

The Dargan quietly spoke.
This earthquake is but an omen. The tremors that pulled the Crystals into the earth and brought forth monsters are nothing compared to the Darkness which is to come.
But, hope is not yet lost. Four souls will take up the quest of the Light.
And so it begins...



Setting Name

If you select New Game, the screen will switch to the Setting Name screen, as seen on the right. Name your four heroes! You can use up to 6 letters. Select with the + Button and input using the A Button. (You can't use the same name for the other characters). Cancel is the B Button, and you can also go back to the letter before. If it is under 6 letters, use blanks, right next to the "!" mark, to fill in the empty spaces.

For example, if you want to use the name “Tom,” type “Tom___”
Place the remaining three letters with blanks. When you are finished, your game will start.

Message Speed

In this screen, the message speed changes when you push right or left on the + Button. This means the message speed shown, during the battle, is changed. 1 is the slowest and 8 is the fastest. You can change it anytime you select New Game or Continue. We suggest you change to the faster setting when you get used to it. Also, you can set it for each save data. (The default setting is “6”.)

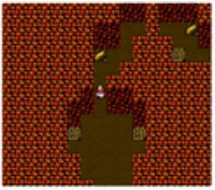
Continue

You can continue playing from a save point if you saved before stopping. If you have saved data, it will be shown like the screen on the right. Select the data that you want to play and press the A Button. You can have up to three different save files. Please read P.19 for more information on how to save the data.

You wandered into, and lost your way in a strange place. It is a cavern containing crystals held in reverence by the people. Everything starts from here. While searching for an exit, you may meet monsters. Let's battle them!

Let's move forward, if you beat the monsters. There is a treasure box, isn't there? You can get an item from the box when you stand in front of it and press the A Button.

A dead end, but you can see some weird rocks beyond it. If you run into these situations, you can search the area, the same as you did for the treasure box. See, you found a path! Let's continue the adventure!



There is a fork in the road after going up the stairs. There is a treasure box on both ends of the path. Moving forward there is another fork in the road... There is a spring on the right side. Do you try to drink from it? Press the A Button in front of the spring, and recover!

After many battles you may have leveled up. There is a door on the left. Let's go into it. This is the room where the crystals are enshrined. Advance to the door.

Suddenly, something attacks you! It is a monster, Land Turtle, and he seems to be stronger than anything you have met. You can't escape! The items you have received will help you.

What does the crystal mean? As soon as you touch it, it envelops you with a dazzling light and starts whispering to you.

You were blessed with a power from the crystals! Crystals give you the Job Change power. (Please see p.36 about Job Change.) Let's get out of here by standing on the Magic Square!

To the south of the cavern you see a town. That is the town Ur, and here you can meet people for first time. First, though, you should master the basic controls for this game.

When you want to talk to somebody, search something, or open a treasure box, press the A Button. Gathering information is the basics of a RPG. Keep talking with people... see! A Potion is over there!

Use the B Button when you want to give items to someone or something. A window will open at the bottom of the screen. Choose the item and press the A Button.

In a store, use the A Button to talk to the salesman at the front counter. The screen changed, didn't it? Then decide "Buy" or "Sell". Then select how many you want, and what you want to buy. There is discount if you buy in bulk.

Pay attention to the right side of the screen when you choose weapons, protective equipment, or magic. It will tell you whether or not the characters are able to equip them. The characters will be sad if they can't use them.

There is a spring. This is a revival spring. When somebody in your party dies, you can revive them here. There are many kinds of wellsprings and antidote springs.

Here is an inn. When you stay at an inn, your HP and MP will be restored fully. Price depends on the place. Some places are free.

Search everywhere in houses. You may get good items you haven't expected or find secret doors and rooms.

Well, you are ready to go on the adventure. The real journey begins here!

Talk

Use the A Button in front of the object when you want to talk to somebody, search for something, or open a treasure box.

Use Items

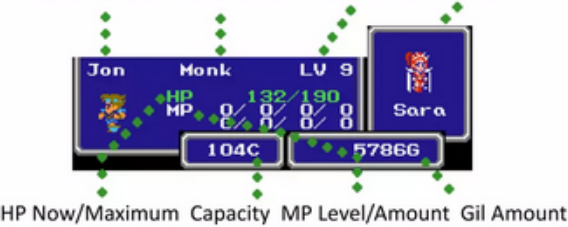
Use the B Button when you want to use items. To see what items you have, open the window at the bottom of the screen. Choose the item and press the A Button.

*You can't use the item when the window doesn't open even if you press the B Button.

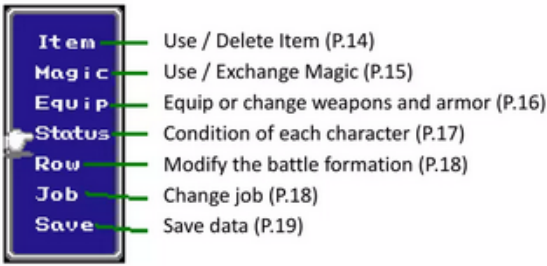
Sub Characters

There are some people that can temporarily join your party during the journey. Press the B Button to initiate conversation. He / She will definitely help you on your journey, but they won't battle with you.

Pressing the A Button when you are moving will bring up the screen to the right. This screen is called Menu Commands. Here you can see the party's conditions.



In addition, if you chose the Command option, it will work each part below. To understand their use, please see each command explanation.



Items

Display your Items.

1) To use

Item
Recover whose HP?
Paralyzer : 1 SouthWind : 1
BombShard : 1 Eyedrop : 1
EchoHerb : 2 Soft : 5
FenixDown : 3 Potion : 17
HidgBread : 2 WaterFang : 1
Mithril : 1 Cloth : 1
Leather : 1 Carapace : 1
Iron : 40 Holy : 40
Tan LV12 HP 261/261
Sea LV12 HP 243/243
Fire LV12 HP 256/256
Tan LV12 HP 302/302

Move the cursor to an item and press the A Button twice to use it. Then choose who to use the item on.

2) Moving Items

Move the cursor to the place you want to change and the item you want to switch and press the A Button each time. If you use a certain item a lot, move it to the top left. If you do, you can save a little time in moving the cursor. If you're in battle, the cursor will go back to the first position each time.

3) Remove item

Item
WL Slayer : 1 Long : 4
Dagger : 2 Burning : 1
Staff : 1 Mithril : 1
Nunchuck : 2
Tan LV10 HP 196/196
Sea LV10 HP 184/184
Fire LV10 HP 193/193
Tan LV10 HP 226/226

Select an item you want to remove and press the A Button once. Move the cursor to the trash icon and press the A Button (if it isn't shown, keep pressing the Down or Right on the + Button.)

4) Learning magic

Basically it is the same as using items. You cannot learn magic with the "Magic" command.

Magic

Displays magic levels, maximum and current number of spells, and which spells have been learned by which characters. The symbol before the magic's name is the type of magic. You can't use the magic if an X mark is there.

1) To use

Select "Use," choose a magic, and decide who to use it on. You can also use it on the entire party. Keep pressing right on the **+** Button, and press the A button when the cursor is blinking. (Some magic can be used on only one person at a time. Please check the Magic list P.31~ for reference).

2) Exchange magic with other characters

Select "Exchange" and choose a character.

(You can't exchange magic if the character is dead or turned to stone.)

3) Return to the item list

Select "Item" command, and choose "Magic".

*Magic that you have learned once can be returned or exchanged to the item list.

Equip

Equip or remove weapons and armor for the selected character.

1) Equip

Select Command "Equip" and then choose a character.

Decide the body part to equip. The five body parts are "Right Hand," "Left Hand," "Head," "Body," and "Arms."

When you have decided the body part, go to the displayed items and move the cursor. You can equip the items which show the weapon's or armor's icon before the name. You can't equip the items with an X mark by them.

Ten Att-- 82 Def-- 8
Serpent: 1 Coropace
Mithril 1 Body
Remove Arms
xcholHerb : 2 xoft : 5
xeniDeum : 3 xotion : 17
xidgBread : 2 xoterFang : 1
Mithril : 1 Cloth : 1
Leather : 1 Coropace : 1
Iron : 40 Holy : 40
Wooden : FlameHat : 1
Mithril : 1

If you try to put an item on the wrong part, you can't equip it even though you can equip the item. Weapons and shields are able to be equipped on the "Right Hand," or "Left Hand," helmets and hats: "Head," armor: "Body," and bangles and gauntlets: "Arms."

Each character can equip a maximum of 5 weapons and/or armor.

2) Removing equipment

You can remove all current equipment if you use "Remove". If the items list is full, you can't remove them.

If you want to remove equipment one by one, move the cursor to the item and press the A Button.

3) Exchange weapon or armor

Remove the item you currently have equipped, and equip the item you want.

Character Status

Name	: Character name
Job	: Current job
Skill	: Job skill
Level	: Current level
Next Level	: Experience needed for next level
HP/HP	: Current/Maximum hit points
MP/MP	: Times a spell can be used
Strength	: Influences effect of attack in battle
Agility	: Influences actions executed in battle
Vitality	: Influences how much HP increases
Intellect	: Influences the effect of black magic
Spirit	: Influences the effect of white magic
Attack	: Influences damage dealt in battle
Hit Percent	: Influences hit rate in battle
Defense	: Influences damage received in battle
Evade	: Influences avoiding attacks
Magic Defense	: Influences damage received from magic in battle
Magic Evade	: Influences avoiding magic attacks

Row

This is used in deciding the characters' position in battle. Characters positions are changed when you select one character and press the A Button. If the position is okay, press the B Button.

Being in the rear line decreases attack power and your hit rate, but the enemies' attack damage and hit rate will be lower.

Attacking with a bow or magic has the same effect whether characters are in the front line or the rear line.

Basically, it is better that physical-based class characters are in the front, and magic-based class characters are in the rear.

However, the formation set "Back Attack" (see P.26 Battle Commands) will reverse this setup. Be careful!

*Damage and hit rate with a weapon, except a bow, are related to enemies' position. Attacking the rear line enemies' results in lower damage and hit rates than attacking enemies in the front line.

Job

Used for changing Jobs (see P.36 Job Change). This shows the jobs available when you select the command and then select your character. You can change to the job you want.

Save

Used for saving your current condition. It is only possible to save on the world map. You can't save in a dungeon, town, or castle. When you choose the Save command, the screen on the right will be shown. Choose a file from one of the three available. If the file you chose already has saved data, the data will be deleted. When you quit the game, you must hold the reset button while pressing the power button at the same time. If you don't do this, your precious data could be erased. The erased data won't be able to be fixed or replayed, so please be careful!

Select Button

You can change the character on the screen if you press the select button while moving. If you change to a character like the Thief, who has special abilities, will demonstrate his abilities. If you choose the one you like, you will be happy. Please use this function depending on the situation.

*This system doesn't change the formation during the battle.

There are a lot of towns in the FFIII world. There are many kinds of houses and shops. We will explain each shop.

Inns

You can fully recover lost Hit Points (HP) and Magic Points (MP) at an Inn. The price depends on the place. Usually there is an Item shop counter next to the inn's counter.

Weapon Shops

You can purchase many types of weapons here. Each shop has different weapons depending on the location.

Armor Shops

You can purchase many types of armor. Each shop has different armor depending on the location.

Magic Shops

You can purchase white magic, black magic, and summoning magic here.

Pub

You can't drink beer, but you will hear some helpful information.

*Along with the Pub, there are also many houses you can visit.

Revival Spring

This is a mystical spring that is able to revive dead characters. There is one somewhere in each town.

Purchase weapons, armor, or items in the shop

The screen to the right will show up if you choose to buy something. The items are shown when you select "Buy". First, decide how many you are going to buy. In FFIII shops, you can buy as many as you want. In addition, if you buy in bulk, the price will be lower.

Next, choose which item you want. When you are going to buy weapons, armor, or magic, please check the right side for each character's actions. If the weapons or armor are able to be equipped, the characters will tell you by raising their arms.

You can see all the items you have if you select "Sell". First, decide how you want to sell the item; if you want to sell an item one by one, or if you want to sell all you have. Next, move the cursor to the item you want to sell, and show the price by pressing the A Button. If you are okay with the price, press the A Button again. If you are not okay with the price, press the B Button.

When you are attacked by enemies, he screen will flash and change to the battle screen. The battle then takes place according to the actions of each character. The battle finishes if everyone in the party dies, if you successfully escape, of if you defeat all enemies.

Entering command

After you decide the command, choose the target to execute the command on. You can choose the command from the bottom window. The commands show until you have decided for all your characters.

Executing commands

The amount of damage from attacks, items, and recovery by magic are shown on the all the characters. Red shows damage (HP-), and green shows recovery (HP+).

Commands

Battle commands may change depending on the character's current job. Please see character's description for special commands.

Attack

Attack enemies with weapons or fists. After selecting the command, choose the enemy you wish to attack. If the enemy you chose is defeated before your turn, you will attack a different enemy automatically.

Magic

Use magic. Depending on the spell, you will be able to choose a single target or multiple targets. Please see P.31~

Magic List about types of magic.

1) Spell to all targets at once
   Affects all those selected.
2) Spell to single target.
   Select magic, and then a target.
3) Spell to a select number of targets.
   This spell is able to switch to all targets, single, or one type of group. After selecting a spell, you can decide.

Choose a target or ally with the + Button and press the A Button.

One group type of target: keep pressing Down on the + Button, let the cursor select the target group, and then press the A Button.

All targets: keep pressing Left on the + Button, let the cursor choose every target. Then press the A Button.

Allies: keep pressing Right on the + Button, let the cursor select every character. Then press the A Button.

Run

Run away from the enemies. If a character selects the command "Run" and it succeeds, everybody can run away. However, if you are attacked from enemies while running away, you will receive 4 times more damage than usual. Be careful when deciding commands!

Defend

Use when you want to guard an enemy's attack. If you do, you will cut damage by 3/4. If you are damaged before the execution, you will be damaged as usual.

Item

Shows you all the items all you have. Choose the item you want to use, and press the A Button two times.

To change weapons in battle, use the "Item" command. (Select the weapon you currently have equipped, and it will show you the types of weapons you can equip). Choose both the weapon you currently have equipped, the one you want to change, and press the A Button. Changing weapons is executed on the spot, so you can select the command again for battle. This means you can fight as soon as you have changed the weapon.

Formation

It isn't shown as a command, but you can arrange the formation of the front or rear line. Press left or right on the + Button two times on the character you want to move (shows an arrow the second time), and press the A Button.

Status Ailments

Enemies can inflict many types of status ailments. You should use items or spells as soon as possible to rid yourself of them. All status ailments will hinder you in battle.

Death	You can do nothing
Petrification	You can do nothing
Toad	No power and no magic except Toad
Silence	You can't use magic
Mini	No power with weapon
Blind	Decreases hit rate
Poison	Gradually reduces HP

The below status effects recover after battle automatically, but you can't select commands during the battle.

Paralysis	You can do nothing
Sleep	You can do nothing
Confusion	Attacks everyone randomly

Back Attack

This is different from the usual battle screen as you and the enemies are reversed. The screen on the right is shown when you are attacked from behind. The front line and rear line positions of the party become reversed.

*If you get Back Attacked and you change the formation, it will keep the formation. So don't forget to set the regular formation again!

The "Final Fantasy" series is known for flying boats, such as the "airship".

Cid's Airship

This is the first airship you will get. It flies at double walking speed. It can't pass over mountains.

Enterprise

This is a regular boat at first, but it will get transformed during your journey. The boat will transform into an airship with the A Button. It flies 4 times faster than walking speed, but it can't land on the ground. Press the A Button to change back to the regular ship. It can't pass over mountains, either.

Nautilus

It flies 8 times faster than walking speed. As the story goes on, the Nautilus grows stronger and gains more functions. It can't pass over mountains, the same as the other two ships.

Here are some other vehicles you will see.

Canoe

It can move through rivers and lakes. Once you get it, it will be used whenever you want automatically.

Boat

It moves at double walking speed, in the ocean.

Chocobos

There are secret forests in which chocobos live. You will be able to ride one if you catch it (press the A Button in front of the chocobo). While riding, you won't run into enemies, and you will move at double the walking speed. Also, you will be able to cross rivers. If you dismount, the chocobo will return to his forest immediately. Be careful!

Fat Chocobos

There is another type of chocobo! The "Fat Chocobo" lives in the chocobo's forest. If you find a suspicious tree in the forest, use "Carrot". That is his favorite (it is sold somewhere in towns. Try to look for it!). You will find Fat Chocobo. You can't ride him but you can store your items, and retrieve them whenever you want from him.

Whatcha got for me?
Give Take Exit
eSight : 1 Paralyzer : 1
Zeus' Rage : 2 SouthWind : 1
BombShard : 2 Eyedrop : 1
EchoHerb : 2 MaidKiss : 2
Soft : 5 FenixDown : 1
Potion :27 HidgBread : 3
WaterFang : 1 Carrot : 1
Magic Key : 1 :FlameMail : 1

There are three types of magic: Black Magic, White Magic, and Summons. Black Magic attacks enemies, White Magic defends and recovers your party, and Summons call monsters to your aid.

Characters don't learn these automatically. They need orbs and the power of magic in order to use spells and equip them. You can buy the orbs at magic shops or find them in treasure boxes. The equipped orb can be returned to the item inventory or exchanged with other characters.

Magic is divided into eight different levels. This shows the rank of magic. Higher rank magic is more powerful. You can check magic levels and the number of times spells can be cast by pressing the start button and then checking the "Magic" menu. Also, you can check magic you've learned and each class's maximum number of times spells can be used with the "Magic" command.

Filus Use Swap Item
1 14/14 Cure Pure Sight
2 6/ 6 Aero Toad Mini
3 4/ 4 Cure2 Exit Wash
4 3/ 3
5 0/ 0
6 0/ 0
7 0/ 0
8 0/ 0
Jan LV15 HP 375/375
Seq LV15 HP 354/354
Filus LV15 HP 375/375
Jan LV15 HP 439/439

The effects of magic and hit rates are higher when characters level up.

Refer to the list below regarding Black Magic and White Magic types and the affect of each spell. The mark behind the name has the following meanings:

(○) Effects one character
(△) Effects all enemies
(□) Effects only one character in battle

*If there is no mark, you can change the number of targets each cast. Please see P.15 "Magic" command or P.23 "Magic" command in the battle.

Black Magic

Class 1

Fire	Throw fire balls at enemies.
Ice	Cool air rapidly, damaging enemies.
Sleep	Affect brain cells directly, making enemies sleep.

Class 2

Volt	Summon thunder and damages directly.
Venom	Abstract toxins from the ground to reduce HP.
Blind	Affects target's sight reducing hit rate.

Class 3

Fire 2	Deals a great amount of fire damage.
Ice 2	Deals damage by crystallizing moisture in the air.
Bolt 2	Deals damage by gathered electrical energy in the air.

Class 4

Break(○)	Petrifies targets gradually and brings death.
Ice 3	Makes massive icicles from the air to injure enemies.
Shade	Inflicts paralysis to the motor nerves; stops movement.

Class 5

Bolt 3	The highest thunder type. Attacks with a million volts.
Kill(△)	Completely obliterates all enemies.
Erase	Removes all beneficial magic.

Class 6

Fire 3	The highest fire type. Creates a massive fireball.
Bio	Creates bacteria that attaches to the enemy.
Warp(□)	Return to the dungeons selected floor. (While moving) Drop the target into another dimension. (In battle)

Class 7

Quake(△)	Deals damage by shaking the earth and heavens.
Break 2(○)	Instantly petrifies targets and brings death.
Drain(○)	Absorbs target's HP into your own.

Class 8

Flare	Deals damage by a tremendous amount of fire and lights.
Death(○)	Brings instant death.
Meteor(△)	Call down meteors to damage all enemies.

White Magic

Class 1

Cure	Restores HP. Damages dead type enemies.
Pure(□)	Removes poison status.
Sight	Displays a map. (Unavailable in battle)

Class 2

Aero	Damages flying enemies.
Toad(□)	Transforms target into a toad or back to its normal form.
Mini(□)	Shrinks target, or returns it to its normal size.

Class 3

Cure 2	Restores HP. It is stronger than Cure.
Exit(□)	Escape from dungeon. (While moving) Teleports enemies to another space. (In battle)
Wash(□)	Removes blind status.

Class 4

Libra(○)	Display target's current/maximum HP. (Except bosses)
Confuse	Inflicts confusion on enemies' brains; divides them.
Mute	Target unable to use magic.

Class 5

Cure 3	Restores HP. It's stronger than Cure 2.
Life(○)	Revives an ally with 1 HP.
Safe(○)	Increases target's defense with an invisible film.

Class 6

Aero 2	Deals a great amount of damage to enemies in the air. Stronger type of Aero.
Soft(□)	Removes petrification status.
Haste(○)	Increases offense and the number of attacks.

Class 7

Cure 4	Best Cure. Restores maximum HP on ally.
Heal(○)	Restores all status except death.
Wall(○)	Reflects spells back at the caster with reflector.

Class 8

W. Wind	Reduces an enemy's HP to one.
Life 2(○)	Revives an ally with full HP.
Holy(○)	Smites an enemy with divine light.

Summons are magic which summons monsters in battle. Depending on the ability, you can summon 3 types of monster attacks: White Magic, Black Magic, and combined magic. There are 8 classes of summons. Class summons above 5 can't be bought at a shop, but they are somewhere in the world. Try to find them all.

Class 1	●	Attacks the enemy ineffectively
Chocobo	○	Escape instantly from battle
Combo		Damages 1 enemy with a powerful kick
Class 2	●	Damages an enemy with an icy glare
Shiva	○	Inflicts sleep status upon all enemies
Combo		Damages all enemies with ice crystals
Class 3	●	Damages an enemy with lightning bolts
Ramuh	○	Inflicts paralyze status on all enemies
Combo		Damages all enemies with providence anger
Class 4	●	Damages an enemy with flames of rage
Ifrit	○	Restores HP to all allies
Combo		Damages all enemies with infernal flame
Class 5	●	Damages an enemy with a kick
Titan	○	Damages an enemy with a punch
Combo		Damages all enemies with a huge earthquake

We've adopted a Job Change system in FFIII. Your journey will change dramatically if you use this system well.

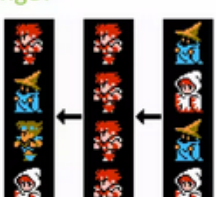
What is a Job?

"Job" characters have special abilities in FFIII, such as Fighter, Wizard, or Hunter.

What is Job Change?

It is a system where you can change your current job to another whenever you want, except in battle. The character you raise can change to other jobs of the same level. For example, if a Fighter on level 10 changed into a Wizard, you will be a Wizard on level 10. You won't need to raise the character from level 1 again.

What is the advantage of Job Change?



You will encounter difficult situations on your long journey. For example, if enemies are affected only by magic in an area but your characters are Fighters, you will be at a disadvantage. You should change the party to all Wizards. You can change to a more ocean-centric job while moving on the ocean. You can always customize your party depending on the battle plan.

Can I change jobs many times?

Of course you can. But you need the right number of capacity.

What is capacity?

It is a value number, the same as money and experience, you get after battles. Capacity for job change depends on the current job and the next job; you can't change a job if you don't have enough capacity for it.

Do jobs affect one another?

No, they do not. For example, if you changed from a Wizard to a Fighter, you will not able to use magic anymore and, depending on your current level, your stats will change.

Is it better to keep the same job for a long time?

It depends. Each job has set skill measures showing experience. If you change from a high skill job, the capacity it needs is less. In addition, if the skill is high, attack power and hit rate increases a little.

Can I change to any job at the beginning?

You can't change to any job at the beginning. When you meet crystals in the world and get power from them. The type of jobs you can change to will increase. Don't forget speak to crystals when you find them!

What type of job can I change to?

You can check the "Job" command on the Menu screen too see what you are able to change to at that moment. To the right of the job is capacity the needed to change jobs.

What will my HP & MP be?

HP will not change, but MP may decrease depending on the new job. For example, if a Wizard changed to a Fighter, the Fighter can't use spells, so MP will be zero. If both were types of Wizards and the number of spells were different between them, the number of spells may decrease because of the new job. When a Fighter changes to a Wizard, the Fighter doesn't have MP, so the Wizard's number of spells will be zero at that time. Of course if you stay at an Inn or use items, your MP will be restored.

What about equipment, weapons, and armor?

When you change jobs all equipment may not be used, so you should remove it all in advance. However, you don't need to do this with magic. When a new job can't use magic, it will show an X mark in the magic column.

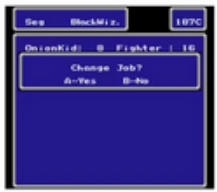
Why can't I change jobs even though I have enough capacity?

There are two reasons. One is that you haven't removed all equipment. The other reason is the character is at a level too low for the job. Depending on the job; you can't change to the job if you don't reach certain levels. If you are in this situation, try again when you are more leveled up.

Now, let's change jobs!

First, remove all equipment for the character you want to change jobs, and then call up the menu screen. Second, select the "Equip" command, select the character, and select "Remove".

Next, return to the menu screen. Select the "Job" command, and select the character. Select a new job, as seen on the right. If you have enough capacity, a confirmation message will pop up. Press the A Button if you are ready. That's all for job changing.



Don't forget to equip weapons and armor after changing jobs!

When you meet crystals, you won't get new powers if you don't speak to it. You should speak to a crystal no matter what.

Also, you should save before changing jobs until you get used to the new job. If you do, you can change jobs as many times as you like, and arrange the best party without consuming capacity.

The jobs in FFIII are explained on the next page. Each job has varying characteristics and special abilities. Of course, depending on which armor and weapons are equipped things may be different, so please check before changing jobs.

Battle Command

The abilities that the job has in battle.

Weapons

Type of weapons the character can equip.

Onion Kid

The starting point for a man with his heart set on adventure. He is a young man who is only half good at everything, and his sword and spell skills are still green. He uses only shabby weapons and items, and he won't be stronger at all if he levels up.

Battle Command
Attack, Defend, Escape, and Item
Weapons
Sword and Knife

Fighter

The Fighter is an expert of many kinds of weapons. HP and attack power is very good, but he can't use magic. Compared to a Wizard, Fighters can equip more weapons and armor but they can't deal damage with supernatural power.

Battle Command
Attack, Defend, Escape, and Item
Weapons
Sword and Knife

Monk

Monks are highly proficient in the martial arts. Weapons are almost all small, and their armor is light. Monks have stamina, so HP is easy to raise, and when leveled up, attacking with unarmed improves rapidly.

Battle Command

Attack, Defend, Escape, and Item

Weapons

Kung fu

White Wizard

Mainly uses healing and restorative white magic. Compared with Fighters, Wizards get damaged easily, so it is not good to put them in the front line when they are at low levels. When their levels are high, they can use some Black magic.

Battle Command

Attack, Magic, Escape, and Item

Weapons

Rod and Staff

Black Wizard

Black Wizards mainly use offensive Black Magic. They get damaged easily, the same as White Wizards, so other characters should protect the Wizard. They will work better than Fighters when they learn high-level spells.

Battle Command

Attack, Magic, Escape, and Item

Weapons

Rod, Staff, and Knife

Red Wizard

Red Wizards are mighty characters using both White and Black Magic. They can fight with wide assortment of weapons. It may be a little difficult to survive the latter half of the game because they can't use high-level magic.

Battle Command

Attack, Defend, Magic, and Item

Weapons

Rod, Staff, Sword, and Knife

Hunter

Uses special bows and arrows others can't use. Archery is different from other weapons, such as swords, as they have the same attack power from both the front and rear line. Arrows are limited, so pay attention to your stock!

Battle Command

Attack, Defend, Magic, and Item

Weapons

Bow

Knight

Knights are mighty warriors with swords. Knights handle famous swords which choose the master. A Knight is powerful, and shields his party from enemy attacks, even at the risk of his life.

Battle Command

Attack, Defend, Escape, and Item

Weapons

Sword and Knife

Thief

Thieves are very good at quick actions such as stealing items from enemies and escaping, with high-probability, when the party encounters strong enemies. Also he can open doors without needing a key. (If Thief is at the front)

Battle Command

Attack, Steal, Flee, and Item

Weapons

Knife and Boomerang

Scholar

Scholars not only have the ability to fight but also high-analyzing ability. These abilities can be useful in battle. He examines enemies' maximum HP and current HP (Scan, except bosses), and weaknesses (Perceive).

Battle Command

Attack, Scan, Perceive, and Item

Weapons

Books

Geomancer

A Geomancer's strong point is to damage enemies by utilizing natural power (Terrain) using the surrounding topography. He shows his power depending on the landform. Be careful if he fails, the damage will rebound to you!

Battle Command

Attack, Terrain, Escape, and Item

Weapons

Bells

Dragoon

A Dragoon's true power is against flying enemies. He prefers to use a spear, leaping high in the air to attack enemies' heads on the next turn, often with huge damage (Jump). Another advantage of using Jump is that the Dragoon cannot be hurt while in the air.

Battle Command

Attack, Jump, Defend, and Item

Weapons

Spears

Viking

If a Dragoon is the sky, a Viking is the ocean. He prefers to use an ax, and a hammer is essential for on their voyage. His only weak point is the slower growing speed compared to other warrior characters.

Battle Command

Attack, Defend, Escape, and Item

Weapons

Ax and Hammer

Karateka

He is master of martial arts. Of course he has strong bare-handed attacking skills, but he is also able to handle weapons other characters can't use. He can gain much more power by storing energy (Build Up).

Battle Command

Attack, Build Up, Defend, and Item

Weapons

Claws

Mystic Knight

He is the only character that can use the "Dark Sword". The "Dark Sword" has surprisingly destructive power, using negative energies (Dark Force). Once you change to a Mystic Knight you cannot use any other Armor or Weapons. You must use equipment meant solely for the Mystic Knight.

Battle Command

Attack, Defend, Magic, and Item

Weapons

Dark Sword

Conjurer

He has ability to summon monsters from Hades into battle. There are eight levels of summon monsters in all. Each level has three monsters such as White, Black, and Combine. He can summon White and Black out of the three, randomly.

Battle Command

Attack, Magic, Escape, and Item

Weapons

Rod and Staff

Bard

Playing a harp and Singing damages monsters (Sing), frightens monsters so much that they escape (Scare), or cheers the party on to make them stronger (Cheer).

Battle Command

Sing, Scare, Cheer, and Item

Weapons

Harp (You can't "Sing" if you don't equip it.)

Warlock

He is an upgraded Black Wizard. You can use eight levels of magic when you become Warlock, and each class number of spells is also upgraded. In addition, every spell you have used so far is powered up. The Warlock is truly a master of Black Magic.

Battle Command

Attack, Magic, Escape, and Item

Weapons

Rod and Staff

Shaman

What Warlock is to Black Magic, a Shaman is to White Magic. You can use eight levels magic when you become a Shaman. Of course, every White spell you have used so far is upgraded. A Shaman is a master of White Magic.

Battle Command

Attack, Magic, Escape, and Item

Weapons

Rod and Staff

Summoner

A Summoner is an upgraded wizard having the summon ability. Compared to the Conjurer, the number of spells is increased, and he can summon very powerful monsters combined with White and Black Magic in every class.

Battle Command

Attack, Magic, Escape, and Item

Weapons

Rod and Staff

Now we'll introduce you to the items in the FFIII world. Some of them can be used anytime, but others can be used only during battle or only while moving. The effects are diverse. If you understand them, items will help you a lot in your journey.

Usable Items (* Not found in shops)

Potion	Restores HP
Hi-Potion	Restores HP, more than a Potion
Soft	Removes petrification status
Maid Kiss	Removes toad status
Echo Herb	Removes mute (can't use spells) status
Luck Mallet	Shrinks target or returns it to its normal size
Eye Drop	Removes blind (decrease hit rate) status
Antidote	Remove poison status
Sea-otter head	Swiftly exit a dungeon
Magic Key	Opens locked doors
Carrot	Summons "Fat Chocobo" if you use it at a certain place
Midg Bread	See the world map from your position
Elixir *	Restores HP and MP fully
Fenix Down *	Revives your friends

Items used in battle (All not found in shops)

These items aren't sold at any shops. You can only get them from treasure boxes or after battle. These items are very helpful because you can get the same effect of diverse magic, especially if characters don't have such ability during a battle. There are more items than listed below. Please see the effects with your own eyes. Don't forget, all these items can be used one time only! For each effect, please read P.31 Magic list.

Bomb Shard	Works same as Fire 2
Bomb R. Arm	Works same as Fire 3
South Wind	Works same as Ice 2
North Wind	Works same as Ice 3
Zeus' Rage	Works same as Bolt 2
Gods' Rage	Works same as Bolt 3
Earth Drum	Works same as Quake
Bacchus's Cider	Works same as Haste
Mute Charm	Works same as Mute
Pillow	Works same as Sleep

All the weapons and armor in FFIII have icons showing the type in front of the name.
The type of weapon and the character that can use them are below.
*If you can't use all of the weapons even if there is the icon. Check the details again.

Sword	Onion Kid, Fighter, Red/Black Wizard, Knight, Thief
Dark Sword	Mystic Knight
Knife	Onion Kid, Fighter, Red Wizard, Knight
Claw	Karateka
Kung-Fu	Monk
Rod	Red/White/Black Wizard, Conjurer, Warlock, Shaman, Summoner
Cane	Red & White Wizard, Shaman
Hammer	Viking
Spear	Dragoon
Book	Scholar
Boomerang	Thief
Bell	Geomancer
Harp	Bard
Archery	Onion Kid, Fighter, Red/Black Wizard, Hunter

There are four types of armor relating to the body parts. Please see below:
Headpieces (Hat/Helmet, etc.) Equips on head
Armor (Clothes/Armor/Mail/Robe, etc.) Equips on body
Gloves (Bracelet/Gauntlets, etc.) Equips on arms
Shield (Shield/Buckler, etc.) Equips on right or left hand

Armor List

A-C

Aegis Shield ..... Knight, Viking, Dragoon
Bard Shirt..... Bard
Black Belt Gi ..... Monk, Karateka
Black Costume..... Thief
Black Hood ..... Thief
Black Robe..... Red, Black, Conjurer, Summoner
Chakra Band ..... Monk, Karateka
Cloth..... All (Except Mystic Knight)
Crystal Gloves..... Onion, Fighter, Red, Knight, Viking, Dragoon
Crystal Helm ..... Onion, Fighter, Red, Knight, Viking, Dragoon
Crystal Mail..... Fighter, Red, Knight, Viking, Dragoon
Crystal Shield ..... Onion, Fighter, Red, Knight, Thief, Viking Dragoon

D-F

Demon Mail..... Mystic Knight
Demon Shield ..... Mystic Knight
Diamond Bracelet... Red, Black, White, Scholar, Geomancer, Conjurer, Warlock, Shaman, Summoner
Diamond glove ..... Knight, Viking, Dragoon
Diamond Helmet .... Knight, Viking, Dragoon
Diamond Mail..... Knight, Viking, Dragoon
Diamond Shield ..... Knight, Viking, Dragoon
Dragon Helm ..... Dragoon
Dragon Mail..... Dragoon
Feather Hat..... Hunter, Scholar, Geomancer,
Flame Mail..... Fighter, Hunter, Knight, Viking, Dragoon

G-I

Gaia Vest ..... Geomancer
Gauntlet ..... Knight, Viking, Dragoon
Headband..... Monk, Karateka
Hero Shield ..... Knight, Viking, Dragoon
Ice Armor..... Fighter, Hunter, Knight, Viking, Dragoon
Ice Helm ..... Fighter, Red, Hunter, Knight, Thief, Viking

Ice Shield .....Onion, Fighter, Red, Knight, Thief, Viking Dragoon

K-M

Kenpo Gi .....Monk, Karateka
Knight Armor .....Knight
Leather Armor ....All (Except Mystic Knight)
Leather Cap .....All (Except Mystic Knight)
Leather Shield.....Onion, Fighter, Red, Knight, Thief, Viking Dragoon
Mage Robe .....Red, Black, White, Conjurer, Warlock, Shaman, Summoner
Mythril Armor.....Onion, Fighter, Red, Hunter, Knight, Viking, Dragoon
Mythril Bracelet Red, Black, White, Scholar, Geomancer, Conjurer, Warlock, Shaman, Summoner
Mythril Bracers...Onion, Fighter, Red, Knight, Viking, Dragoon
Mythril Helm .....Onion, Fighter, Red, Knight, Thief, Viking, Dragoon
Mythril Shield .....Onion, Fighter, Red, Knight, Thief, Viking, Dragoon

P-R

Power Wrist.....Fighter, Monk, Red, Hunter, Knight, Thief, Scholar, Geomancer, Viking, Dragoon, Karateka, Bard
Protect Ring.....All (Except Mystic Knight)
Reflect Mail .....Knight, Viking, Dragoon
Ribbon .....All
Rune Bracelet .....Red

S-W

Scholar Hat .....Scholar, White, Black, Warlock, Shaman
Scholar Robe .....White, Black, Scholar, Warlock, Shaman
Shell Armor.....Fighter, Hunter, Knight, Viking, Dragoon
Shell Helm .....Onion, Fighter, Knight, Viking, Dragoon
Thief Bracelet Red, Black, White, Scholar, Geomancer, Conjurer, Warlock, Shaman, Summoner
Thief Gloves.....Thief
Viking Helm .....Viking
Viking Mail.....Viking
White Robe.....Red, White, Conjurer, Shaman, Summoner

Weapon List

A-C

Air Knife ..... Thief
Ancient Sword ..... Fighter, Knight
Battle Axe ..... Viking
Blood Lance ..... Dragoon
Book of Fire ..... Scholar
Boomerang ..... Thief
Bow ..... Onion, Fighter, Black, Red, Hunter
Burning Staff ..... Red, White, Shaman
Cat Claw ..... Karateka

D-F

Dagger ..... Onion, Fighter, Black, Red, Knight, Thief
Defender ..... Knight
Double Haken ..... Viking
Double Tomahawk ..... Viking
Dragon Claw ..... Karateka
Dream Harp ..... Bard
Earthen Bell ..... Geomancer
Eldest Staff ..... Shaman
Fire Staff ..... Red, Black, Conjurer, Warlock, Summoner
Freeze Blade ..... Fighter, Knight

G-I

Giyaman's Bell ..... Geomancer
Golem Rod ..... Red, White, Shaman
Great Bow ..... Onion, Fighter, Black, Red, Hunter
Hammer ..... Viking
Holy Arrow ..... Onion, Fighter, Black, Red, Hunter
Holy Lance ..... Dragoon
Ice Book ..... Scholar
Ice Lexicon ..... Scholar
Ice Rod ..... Red, White, Shaman

Ice Staff ..... Red, Black, Conjurer, Warlock, Summoner
Iron Arrow ..... Onion, Fighter, Black, Red, Hunter

K-M

Kaiser Knuckles ..... Karateka
Killer Bow ..... Hunter
Kings Sword ..... Fighter, Knight
Knife ..... Onion, Fighter, Black, Red, Knight, Thief
Light Arrow ..... Hunter
Light Rod ..... Red, White, Shaman
Light Staff ..... Red, Black, Conjurer, Warlock, Summoner
Long Sword ..... Onion, Fighter, Knight
Madora Harp ..... Bard
Main Gauche ..... Thief
Morning Star ..... Viking
Mythril Knife ..... Onion, Fighter, Black, Red, Knight, Thief
Mythril Rod ..... Red, Black, White, Conjurer, Warlock, Shaman, Summoner
Mythril Sword ..... Onion, Fighter, Knight

N-R

Nunchaku ..... Monk
Orialcon ..... Thief
Rune Bow ..... Hunter
Rune Staff ..... Red, White, Shaman

S-W

Salamand Sword ... Fighter, Knight
Sansetsu Staff ..... Monk
Serpent Sword ..... Fighter, Knight
Staff ..... Red, White, Shaman
Thor Hammer ..... Viking
Thunder Spear ..... Dragoon
Tome of Fire ..... Scholar
Tonfa ..... Monk
Triton Hammer ..... Viking
Tyrving ..... Red Wizard
Wightslayer ..... Red Wizard

Wind Spear.....Dragoon
Wooden Arrow.....Onion, Fighter, Black, Red, Hunter

Quick Magic List (△:Summon, ○:White, ●:Black)

A-C

Aero	○	2	Affect: air enemies
Aero 2	○	6	Aero+ α
Bio	●	6	Damage by bacteria
Blind	●	2	Reduce hit rate
Bolt 1	●	2	Damage by thunder
Bolt 2	●	3	Thunder + α
Bolt 3	●	5	Strongest Thunder
Break	●	4	Petrify slowly
Break 2	●	7	Petrify instantly
Chocobo	△	1	Summon Magic
Confuse	○	4	Make confused
Cure	○	1	Restore HP
Cure 2	○	3	Cure + α
Cure 3	○	5	Cura + α
Cure 4	○	7	Strongest Cure

D-F

Death	●	8	Instant kill
Drain	●	7	Absorb HP
Erase	●	5	Negates defense
Exit	○	3	Exit dungeon
Fire	●	1	Damage by fire
Fire 2	●	3	Fire + α
Fire 3	●	6	Strongest Fire
Flare	●	8	Nuclear damage

H-K

Haste	○	6	Power and Speed UP
Heal	○	7	Complete recovery
Holy	○	8	Holy damage

H-K (cont'd)

Ice	●	1	Damage by freezing
Ice 2	●	3	Blizzard + α
Ice 3	●	4	Strongest Blizzard
Ifrit	△	4	Summon Magic
Kill	●	5	Kill Lw Lvl Enemies

L-M

Libra	○	4	Check HP
Life	○	5	Revive the dead
Life 2	○	8	Perfect revival
Meteor	●	8	Meteorite damage
Mini	○	2	Shrinks target
Mute	○	4	Confine magic

P-R

Poison	●	2	Damage by poison
Pure	○	1	Counteracts poison
Quake	●	7	Damage by shaking
Ramuh	△	3	Summon Magic

S-W

Safe	○	5	Defense UP
Shade	●	4	Stop movement
Shiva	△	2	Summon Magic
Sight	○	1	Display map
Soft	○	6	Remove petrification
Titan	△	5	Summon Magic
Toad	○	2	Toad<-> Human
Wall	○	7	Reflect magic
Warp	●	6	Banishes enemy
Wash	○	3	Recover sight
W.Wind	○	8	Reduce HP

Journey through the grandeur of the FF World

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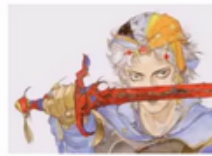

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